

**HM #22: "The Island"**  
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**THIRD+FINAL+RECORD DRAFT 7-23-02**

**FADE IN:**

**EXT. OCEAN OF GNARL - DAY**

CAMERA PUSHES in over the Ocean, past colorful ETERNIAN REEFS -towards an island. CAMERA passes a reef, located in the inlet -- maybe 50 yards from the island, where we see: TWO CLAW GUYS (same species as Clawful) on the reef, about to dive into the water. *<Claw Guy #2 is rather dumb ala Clawful. Claw Guy #1 is somewhat shrewder.>*

CLAW GUY #2  
Hah, Catch more fish than you.

CLAW GUY #1  
(smirks) Huh, In your dreams.

They dive into water.

CAMERA continues moving towards the island, where we see two human figures fishing.

**EXT. ORKAS ISLAND - CONT.**

A SERENE ROCKY BEACH. DEKKER -- an older guy, sits on a large rock, above the breakwater, his fishing line in the water. Next to him is an OLD GUY, another "retiree", also fishing. A coupla oldtimers, making conversation.

OLD GUY  
--yup, all this sunshine's quite a  
change from the old days. Used to  
be a day worker down in the  
Splelean mines. How about you?

CLOSER - FAVOR DEKKER - fishing.

DEKKER  
Teacher-At-Arms. <ALT. Teacher and  
trainer-at-arms.> Eternian kingdom.

OLD GUY  
No kidding? You ever meet King  
Randor?

DEKKER smiles, chuckles as he slowly reels in his line.

DEKKER  
<chuckle> Used to call him Randy  
back when he was a cadet. He and  
Duncan were my favorites.

LOW ANGLE - The Claw Guys poke their heads up from the water  
& climb onto rocks forming the underside of the rocky perch  
the fishermen are on (unseen by fishermen), Claw Guy #1  
gobbling a fish he caught with his claw, their attention  
caught by the OS voices:

OLD GUY (O.S.)  
This kid Duncan he ever amount to  
much?

BACK ON DEKKER and OLD GUY - as a smiling Dekker finishes  
reeling in his line, gets up, a bit creakily due to his age.

DEKKER  
(underplay) Might say that. He  
heads up the Masters of the  
Universe.

CLOSE ON OLD GUY - realizing, impressed.

OLD GUY  
You don't mean...Man At Arms?

Old Guy looks up, but Dekker's already started to head out.  
Old Guy turns, so we see OTS DEKKER, heading off with his  
rod and his bucket (coupla fish inside), towards the beach.

DEKKER  
Mm hmm. Gotta get ready, fry a few  
of these up. He's coming for a  
visit.

LOW ANGLE - ON WATER - Claw Guy #1 narrows his eyes  
shrewdly.

CLAW GUY #1  
Man At Arms, coming here. My cousin  
Clawful's boss would be mighty  
interested in that information.

Claw Guy #2 shrugs and dumbly smiles.

CLAW GUY #2  
So why doncha give him a call?

Claw Guy #1 smiles slyly and nods. Then he extends his claw  
upwards and CLICK-CLACKS a message (morse code-like...) out  
towards the horizon, as we...QUICK CUT TO:

**EXT. ANOTHER ISLAND - CONT.**

...where a CLAW GUY -- lazing on a giant rock on the beach, cocks his ear, hearing the relayed message. <ala 101 Dalmations dog-to-dog barking relay> He then turns and CLICK-

CLACKS towards the opposite direction, as we...CUT TO:

**EXT. OCEAN REEFS - CONT.**

A different, reefy area of the ocean. A CLAW GUY pokes up from the water, cocks his ear, hearing -- then relays the CLICK CLAK, as we CUT TO:

**INT. SNAKE MTN CORRIDOR - SOON**

EVIL-LYN is heading down the corridor, looking over her nails, as CLAWFUL enters from opposite direction. CLOSER - He furrows his brow, hearing a faint CLIK-CLAK. PAN TO NEARBY CRATER filled with water -- which is rippling, as if in response to the klik claks. Clawful approaches the crater.

CLAWFUL

Hey Ya hear that? Some kinda  
clickin' sound?

EVIL-LYN comes up beside him, listens & hears the CLICK CLAK.

EVIL-LYN

It's code. (with disdain) The  
language of your people?

CLAWFUL cocks an ear to the crater. More click clacks.

CLAWFUL

(listening) Oh. Yeah. (then  
dumbly) Never was too good at  
spellin' and stuff.

EVIL-LYN rolls her eyes.

EVIL-LYN

What a surprise. (disdain) Allow  
me to translate.

She cocks an ear to the crater, listens, & smiles slyly.

**INT. SNAKE MOUNTAIN - THRONE ROOM - SOON**

SKELETOR - is on his throne, intrigued. He's petting PANTHOR.

SKELETOR  
Man At Arms paying a visit to his  
ex-mentor on a remote island? Hmm..

REVEAL - EVIL-LYN and CLAWFUL standing in front of Skeletor.

EVIL-LYN  
Yes. A perfect opportunity for an  
ambush.

ON SKELETOR - musing, as we INCLUDE TRI-KLOPS, who's nearby  
repairing a hovering DOOMSEEKER -- its innards exposed.

SKELETOR  
Capture Man at Arms, then use a  
little gentle perusasion to "pick  
his brain" about all those  
wonderful inventions of his.

ON TRI-KLOPS - REACTS, comically nervous...especially when  
EVIL-LYN leans in & taunts:

EVIL-LYN  
Sounds like somebody might soon be  
out of a job.

SKELETOR instructs Clawful.

SKELETOR  
Clawful, send a reply to your  
cousin on Orkas Island. Have him  
set the plan in motion.

CLAWFUL nods agreeably, starts heading for a nearby watery  
crater, then stops, looking troubled.

CLAWFUL  
Right. (then) Uh...

EVIL-LYN - rolls eyes with disdain, starts to accompany him.

EVIL-LYN  
(disdainful sigh) I'll help you.

WIPE TO:

**EXT. OCEAN OF GNARL - DAY**

A SMALL DOT in the OCEAN vrooms towards CAMERA....until we  
see...it's a COOL-LOOKING SEA VEHICLE (ala a maritime

version of the Battlehawk.) CLOSER - ON DECK - MAA addresses ADAM and TEELA, who is piloting the vehicle.

MAN AT ARMS  
(above the din of  
engine))  
I'm glad the two of you are finally  
getting the chance to meet Dekker.

TEELA steering the vehicle, enjoying herself, nods & smiles.

TEELA  
Looking forward to it, father.

OTS MAA - he looks out ahead. They are heading past various reefs, for the island inlet -- Orkas Isle in the distance.

MAN AT ARMS  
The inlet is extremely rocky,  
Teela. Perhaps I should take over.

TEELA stays put, like a willful teen behind the wheel of a car. A "gimme a break tone" in her voice.

TEELA  
I've piloted water craft before.

TEELA does a slick maneuver, passing by some reef.

TEELA  
Hah! See?

HOLD ON THE REEF - then PUSH IN - as we see what looked like giant barnacles, REVEAL themselves to be the two Claw Guys. They watch the watercraft pass by, and see MAA on board.

CLAW GUY #1  
That's him.

The Claw Guys slip off off the reef and into the water.

**EXT. UNDERWATER - CONT.**

OTS Claw Guys - doing cool crab-like swimming, fast GAINING ON THE VEHICLE...

UNDERSIDE OF VEHICLE - they Claw Guys reach it, and grab on. They start to climb the side of the boat.

**EXT. ORKAS ISLE INLET - CONT.**

TEELA swerves, narrowly missing a rocky reef. Adam gets thrown off balance.

ADAM  
Whoaaa...(then) Allright, that's  
it. New driver.

MAA moves to Teela, as his armor clicks on.

MAN AT ARMS  
Agreed.

TEELA looks at MAA, not wanting to give up the ship.

TEELA  
Father, I can...

MAN AT ARMS  
Look out!

TEELA looks, tries to make a quick maneuver, but the boat scrapes/slams against shoals, THWACK! throwing MAA off balance & backwards, just as...

**EXT. UNDERWATER - CONT.**

...Claw Guys, halfway up the side, get WHOMPED off the boat by the impact.

**EXT. ORKAS ISLE INLET - CONT.**

TEELA embarrassed & worried, turns to look at MAA, who moves in & takes the wheel. TEELA steps away, miffed and defensive, passing Adam, as she grouches out loud.

TEELA  
I was distracted. I know how to  
steer.

ADAM  
(teases) Dit dit dit Teela knows  
everything.

INCLUDE MAA in f.g. - overhearing. TEELA gets in Adam's face.

TEELA  
No, not everything. Just  
significantly more than you.

MAA - arching an eyebrow, while expertly steering around shoals and reefs.

MAN AT ARMS  
There's much *both* of you don't  
know. Remember: Being a good  
student *and* warrior means you never  
stop learning. Dekker taught me  
that.

**EXT. UNDERWATER - CONT.**

Claw Guy #1 frees his claw from a reef crevice he'd gotten  
knocked into by the impact. Claw Guy #2 is adjusting his  
claw

which got dinged by the impact as well. He's peeved.

CLAW GUY #2  
Any more bright ideas?

CLAW GUY #1  
(narrows his eyes, shrewd) Yeah.

Claw Guy #1 - he hurriedly starts swimming for the island.

CLAW GUY #1  
We've just gotta reach the island  
before the boat does. Come on!

Claw Guy #2 hesitates, then follows.

**EXT. ORKAS ISLE - CONT.**

OTS BOAT - as it passes around a large clifflike reef in the  
inlet, and then we see it in all its glory: Orkas Island.  
(think: Eternian version of Kauai) Part rocky formations and  
part lush. Many coves and inlets.

THE BOAT gracefully heads for shore.

**EXT. ORKAS ISLAND - SOON**

MAA stands upon the rocky beach -- the boat is ashore in the  
b.g. As Adam and Teela stand there, MAA looks around,  
calls:

MAN AT ARMS  
Dekker!

MAA heads OS. CAMERA ANGLES AROUND so we see he's heading  
for DEKKER'S HUT -- located at the edge of the beach,  
nestled against a cliff.

**EXT. DEKKER'S HUT - SOON**

MAA exits the hut -- looking perplexed.

MAN AT ARMS  
Hmm No sign of him.

ADAM and TEELA stand there. Adam shrugs.

ADAM  
Maybe he forgot you were coming.

MAA shakes his head, looking around a bit concerned.

MAN AT ARMS  
No, Not Dekker. Something's not right.

TEELA notes something in the sand...

TEELA  
Father.

MAA comes up beside her sees what she sees: HUMAN FOOTPRINTS in the SAND -- ending abruptly after a few yards. Mixed in around the footprints are foot markings that could belong to crustaceous creatures like the Claw Guys. The markings lead to..(CAMERA ANGLES UP) A CAVE ENTRANCE - several yards ahead.

MAA gets a grim look, and nods. CAMERA ADJUSTS TO OTS MAA, TEELA & ADAM -- heading for the cave.

**INT. ISLAND CAVE - CONT.**

ON CAVE ENTRANCE our heros enter & pass CAMERA. In ext. f.g. a strange ETERNIAN STARFISH skitters creepily along rocks.

MEDIUM, MOVING - MAA, TEELA and ADAM pass odd rock formations and Eternian thistle-like plants growing in the cave.

CLOSE - MAA stops at a bamboo-like plant -- a few shoots are broken. He notes this.

MAN AT ARMS  
Signs of a struggle. <sees where the cave is leading> That way.

**INT. WATERFALL CAVERN - CONT.**

TRACKING, GROUP - they emerge from a natural opening in the rocks...into a high ceillinged cavern. Lush greenery abounds. As they move along, sounds of OS WATERFALL grow louder.



CUT TO: ON GROUP leaping from stone to slippery stone, crossing a stream fed by a thundering WATERFALL. Misty.

**INT. LONG CRAGGY CAVE - SOON**

MAA, TEELA & ADAM emerge from another natural jagged opening into a long cave -- many odd shaped stalactites/mites sticking up and down. (ala Carlsbad Cavern).

CUT TO: Our heros come to a stop, as the craggy area deadends at a precipice -- leading to 20 yard drop. They look down.

OTS GROUP - they are overlooking a creepy cove which has craggy reef-like rocks & sandy floor. We hear OS OCEAN

BREAKWATER echoing thru the cove. CLOSER, DOWN ANGLE - in sandy floor of the cove: more claw guy foot markings (though it should be unclear to our heros what the source of these

markings are), like the ones that were seen on the beach.

TEELA

There.

FAVOR MAA - Before he can stop her, Teela jumps down.

TEELA

I'll check it out.

MAN AT ARMS

Teela, no--

FAVOR ADAM - He just shrugs at MAA.

ADAM

Uh Teenagers.

MAN AT ARMS

Sighs(frowns) Wait here. Just in case.

ADAM nods -- and MAA jumps down into the cove.

**EXT. COVE - CONT.**

The OCEAN can be seen thru a garage door-sized opening leading into the cove. Ocean breakwater pounds around the opening, but barely makes its way into the cove.

TEELA - looking around, as MAA joins her, looking around cautiously. It seems uninhabited -- though we can barely make out large, inert man-sized shell forms, clinging like barnacles against the craggy reef rocks.

MAN AT ARMS  
(sternly) Teela. I've told you  
countless times. Never enter  
unknown terrain without first--

TEELA  
(interrupting)  
Relax father, there's nothing here.

They hear crab-like "crawly" sounds & spin around. ADJUST - The shells on the reef extrude limbs & "come alive." We now see the forms of CLAW GUY #2 & two other CLAW GUYS.

REVERSE ON TEELA - eating her words and her bravado.

TEELA  
Uh, Except for...them.

3 CLAW GUYS jump down off the reef, ominously approaching.

FROM HIS PERCH - ADAM sees this. He pulls out his sword. But then, he spins as he hears a sound. ADJUST TO: 3 OTHER CLAW GUYS are coming at him - claws clacking.

ADAM backs up & starts to run. CLAW GUYS follow in pursuit.

BACK ON SCENE - MAA and TEELA back up...but all that's behind them is the cave exit, which leads to the ocean and crashing breakwater on rocks beyond. They're trapped.

ON 3 CLAW GUYS- The creepy crustaceous desperadoes close in on MAA & Teela..clacking their claws ominously, as we...

## END ACT ONE

## ACT TWO

### INT. COVE - CONT.

CLAW GUY #2 comes at CAMERA -- claw swinging ominously.

MAA parries the claw hit, twirls & whumps the guy with his MACE...sending him sprawling back...even as ANOTHER CLAW GUY comes charging in.

TEELA ducks under a swinging claw, then athetically leaps onto a reef boulder, already in position to attack the Claw Guy, when we hear a voice from OS...as WE PAN TO CLAW GUY #1 - calling down from a reef plateau.

CLAW GUY #1 (PARTIAL OS)  
Allright, drop your weapons...or  
the old guy gets it.

WIDEN TO REVEAL - He's got Dekker in his claw. Dekker is bound by seaweed, and unconscious.

MAA frowns, then throws down his mace, as he nods at TEELA - who frowns and throws down her Cobra Staff.

CLOSE ON TEELA - she covertly looks around.

TEELA  
(sotto to self) Where's Adam?

**INT. LONG CRAGGY CAVE - SAME TIME**

ADAM is being chased by Claw Guys...through the craggy cave that led to the craggy precipice.

TRACKING - CLOSE ON ADAM - glancing at his sword, then looking back as he runs, more frustrated than scared.

ADAM  
(Grunting) (sotto frustration) A  
little privacy would be nice. By  
the.. oh

**EXT. COVE - SOON**

MAA is being bound, his back to a barnacle-covered spired reef rock by Claw Guys, using seaweed. WIDEN TO REVEAL - DEKKER also bound to the same rock, his back to the rock & a few feet from MAA. He stirs back to consciousness...sees MAA.

DEKKER  
(Moaning)(weak) Ah, Duncan. Fell  
right into their claws.

MAA - now finished being bound, gives a rueful smile.

MAN AT ARMS

And hello to you, too, Dekker. My daughter, Teela.

TEELA being bound to an adjacent rock, looks a bit contrite.

TEELA

Hi.

MAA glares at Claw Guys.

MAN AT ARMS

What's this all about?

ON CLAW GUY #1 - he smirks evilly.

CLAW GUY #1

Fishing expedition. (re: Dekker) He was the bait. (to MAA) And you're the big fish.

CLAW GUY #2

<dumb laughter>

CLAW GUY #1 reaches & grabs a mollusk-like shelled creature off a wall -- pops it open & slurps it down like an oyster.

CLAW GUY #1

See, my cousin works for somebody you know -- <slurps down mollusk> (coyly) Guy named Skeletor?

ON DEKKER - shakes his head, like a stern teacher, at MAA.

DEKKER

Textbook ambush.

MAA scowls a bit at being chastised. TEELA chimes in.

TEELA

(guiltily) My fault. I'm...sorry father.

MAA is not angered, just a bit exasperated.

MAN AT ARMS

Lesson one, Teela. Think before you act.

Dekker arches an eyebrow, wryly comments:

DEKKER

Sounds a lot like a young man I  
used to know, *Duncan...*

MAA REACTS a bit embarrassed. TEELA looks at him. MAA  
scowls, turns to Dekker.

MAN AT ARMS  
Can we not discuss this now?

**INT. LONG CRAGGY CAVE - DAY**

ADAM runs in and ducks behind a large stalactite (the one  
that sticks up) that has mica-like reflective stones in it.  
He reaches for his sword ...

ADAM sees a reflection in a stone: CLAW GUYS closing in.

ADAM - frustrated, starts running again. ADJUST - CLAW GUYS  
give chase.

**EXT. COVE - CONT.**

MAA - bound by seaweed to the rock, adjacent to Dekker.  
(sorta like Indy Jones & Sean Connery-as-dad in Indy Jones  
3), as WE PAN TO...CLAW GUYS #1 and #2 - Claw Guy #2 lies  
in lazy crab pose, lying on flat reef boulder like a crab  
sunning himself. CLAW GUY #1 sits up, looking off, dreaming  
of his future.

CLAW GUY #2 (PARTIAL OS)  
Yup, Skeletor's gonna reward us  
real good for this. Maybe give us  
our own island.

CLAW GUY #1  
<derisive snort> I'm gonna ask for  
a place in his organization. "Evil  
Warrior." I like the sound of that.

CLAW GUY #1 heads off into a rock crevice, with a sly smile  
- full of sinister ambition.

CLAW GUY #1  
Gonna go get ready. (sly, gleeful)  
Snake Mountain, here I come.

CLOSE ON MAA - seeing Claw Guy #1 leave, arches an eyebrow  
as he gets a thought.

MAN AT ARMS  
Dekker, do you remember that battle  
on the Isle of Blakely?>

ON DEKKER - remembering, brightening, arching an eyebrow.

TEELA - looking bemused, exasperated.

TEELA

Uh, is this really the time for  
reminiscing?

DEKKER nods and scowls, then loudly scolds MAA -- seemingly  
out of character.

DEKKER

The girl's right! (with scorn)  
Thought I taught you to use your  
brain, Duncan. What were you  
thinking, walking into this trap?

MAA reacts, balks angrily (again, seeming out of character).

MAN AT ARMS

I was thinking I was coming to *help*  
you.

DEKKER

(snorts) Some help. Next time,  
don't bother.

INCLUDE CLAW GUY #2 overhearing, amused. Argument escalates.

MAN AT ARMS

Next time, I won't. Of all the  
unappreciative--

TEELA goes from puzzled by the two of them to distressed:

TEELA

Hold on, you two. I told you...  
this was my fault.

DEKKER and MAA - BOTH look at her, as one, and bark:

DEKKER/MAA

Stay out of this.

ON THE CRAB GUY #2 in the f.g., amused by the bickering. In  
b.g., DEKKER glares at MAA.

CLAW GUY #2

(amused to self) Haw. These two are  
ready to duke it out.

DEKKER and MAA continue their argument.

DEKKER  
If I wasn't tied up, I'd-- I'd--

MAN AT ARMS  
(belligerent) You'd *what*?

DEKKER  
You better wish you don't find out!

FAVOR TEELA - aghast, as MAA & DEKKER glare at each other, squirm against their bonds, acting like they want to clobber each other. RACK FOCUS TO CLAW GUY #2 - He slyly looks to see that nobody is around, then slides off his rock.

CLAW GUY #2  
Laughs (to self) I could use a good laugh.

ON DEKKER and MAA - scowling at each other, as Claw Guy #2 comes into shot and starts to snip off their seaweed bonds.

MAA and DEKKER - now snipped free of their bonds, face each other, get into fighting postures. TEELA watches, her reaction changing from aghast to the truth dawning on her.

CLAW GUY #2 stands a few yards away, watching amused - as if about to be a spectator at a fight.

CLAW GUY #2  
Alright, let's see which of ya---

OTS CLAW GUYS - As both Dekker and MAA suddenly pivot and WHOMP at CLAW GUY #2, who goes flying backwards PAST CAMERA.

CLAW GUY #2  
Unnnhhh...

CLAW GUY #2 - goes sprawling back, hitting a reef boulder.

ON TEELA - incredulous relief.

MAA does diving somersault, grabs his mace & smiles at Teela.

DEKKER  
A little strategy we developed back in the old days, when we were ambushed by a group of bandits...

ON TEELA - "getting it", as MAA hurries over, uses a BLADE that extrudes from his mace to cut her free.

TEELA

--On the Isle of Blakely.>

INCLUDE DEKKER chuckling as he grabs a piece of driftwood that's in the shape of a staff.

MAN AT ARMS  
(arches a wry eyebrow)  
You didn't really thing Dekker and  
I were angry at each other?

Claw Guy #2 - getting up out of his daze, SNARLS and leaps.

DEKKER spins around, uses his driftwood staff, to use the attacking Claw Guy #2's momentum to flip him, so that....CLAW GUY #2 lands with a splat in the sand -- dazed.

CLAW GUY #2

Ahhhh!

DEKKER - looks cockily over at Teela.

DEKKER  
Not bad for an old timer, eh?

TEELA is impressed -- then REACTS as she sees...ADJUST ANGLE  
CLAW GUY #1 appears at a crevice in the wall, comes leaping at MAA from behind. MAA spins, but before he can take action:

TEELA leaps onto a boulder, does a cool mid-air somersault & lands in a battle stance, between MAA & the Claw Guy.

As Claw Guy #1 attacks with his claw, TEELA duels him - does spinning martial arts moves -- Cobra Staff vs Claw  
<CLACKING>

CLAW GUY #1 duels her back towards a tall rock, then rushes her. TEELA crouches low, so he strikes at the rock above her..then she comes up hard with her staff. WHOMP! CLAW GUY 1 goes flying backward...hits a wall & falls, dazed.

TEELA smiles over at Dekker, cockily.

TEELA  
Not bad for a teenager, huh?

ON CLAW GUY #1 - dazed, he raises his claw and CLIC  
CLACKS...

ZOOM IN ON MAA and DEKKER - both realizing, alarmed.



MAN AT ARMS/DEKKER  
(unison) Battle Positions!

REVEAL - 6 Claw Guys start to creepily and ominously emerge from crevices in the cove's craggy walls. <NOTE: Perhaps claw guys can sometimes move sideways, laterally, ala crabs.>

**EXT. WATERFALL CAVERN - SAME TIME**

3 CLAW GUYS leap from boulder to boulder across the stream. THE WATERFALL rages down in the b.g. They stop, looking around puzzled. Guy #3 looks around, then points up ahead.

They continue OS...as WE HOLD ON WATERFALL - PUSHING IN - then ADAM steps out from behind the waterfall. He looks to see the coast is clear, then raises his sword above his head. REAL DRAMATIC as water cascades and roars down behind him, and he TRANSFORMS TO HE-MAN!

ADAM/HE-MAN  
By the Power of Grayskull./I have  
the power!

**EXT. COVE - SAME TIME**

CLAW GUYS in every direction. (maybe 6 to 8 of 'em) REVEAL - MAA, TEELA & DEKKER have formed a small circle, their backs up against each other, slowly turning as a group. They swing their weapons in defensive arcs...keeping Claw Guys at bay.

CLAW GUYS - frustrated, can't get past the perimeter of our heros as they swing their weapons.

ON CLAW GUY #1 - now recovered and perched on a boulder, chuckles as he looks up.

MAA realizes, then looks up, but too late. WHOOSH PAN UPWARDS - as THREE CLAW GUYS drop down at CAMERA.

TEELA, MAA & DEKKER gets dropped by the claw guys. CLOSE ON

TEELA on the ground, a CLAW comes into shot, at her, as we...

**END ACT TWO**

**ACT THREE**

**EXT. COVE - CONT.**

TEELA on the ground, tries to swing her Cobra Staff -- but a giant claw chomps down on it and rips it away.

ON MAA and DEKKER - both on the ground, their weapons being grabbed at by giant claws of the Claw Guys.

ON COVE WALL - it suddenly bursts outwards.

CLAW GUYS - as well as MAA, TEELA and DEKKER look over, as sandy debris rains in.

TEELA

He-Man!

REVEAL - HE-MAN dramatically standing there.

HE-MAN

Time to put these crabs on ice.

CLAW GUY #1 from his boulder perch, snarls & leaps at He-Man.

HE-MAN sidesteps the attack, and grabs the surprised Claw Guy #1 by his back legs.

HE-MAN swings Claw Guy #1, so that his huge claws are like swinging weapons wielded by He-Man.

WIDE - HE-MAN whomps Claw Guys left & right with the swinging claws of the helpless Claw Guy #1, knocking the attacker from Teela --

MAA and DEKKER now athletically each duel a CLAW GUY.

HE-MAN swings CLAW GUY #1 so that two more Claw Guys get whomped backwards.

4 CLAW GUYS beat a hasty retreat, scampering up rocks and ledges, skittering into wall crevices.

THE CLAW GUYS fighting Dekker & MAA look at each other "we're outta here" -- then leap up & retreat into wall crevices.

HE-MAN tosses CLAW GUY #1 to the ground. Battle over.

CLOSER - though seemingly beaten, Claw Guy #1 slyly raises his claw and CLICK CLACKS. WHIP PAN TO COVE ENTRANCE - ominous shadows coming in thru the water.

HE-MAN spins, looking, reacting surprised, as CLAW GUY #1 chuckles sinisterly.

CLAW GUY #1

(sinister, coy) Well, look what the tide brought in.

REVEAL - COVE ENTRANCE - 4 fierce PULMOS (ETERNIAN JELLYFISH) swim in from the breakwater towards the cove entrance. CLOSER - THE PULMOS rise from the water, extruding short legs, allowing them to ominously walk/slither into the cave.

ON MAA - realizing the danger, gets in front of Teela.

MAN AT ARMS  
Pulmos! Their sting is toxic.

THE PULMOS (*from the Latin for jellyfish*) skitter into the cave, and spread out -- raising their whip-like tentacles and SHOOT OUT VENOM BLASTS. (visible little pellet blasts)

HE-MAN as a venom blast comes at him -- he whomps it back with his sword.

A PULMO - fires a barrage of venomous stinger blasts. A BLAST hits a wall and we see COOL FX as it impacts.

TEELA spins away from two venom blasts, then uses her Cobra Staff to bat another one away.

DEKKER uses his driftwood staff to bat away a venom blast, not seeing another Pulmo scooting up a rock, off to his side.

ZOOM ON MAA - sees this.

THE PULMO - fires. WHIP PAN TO DEKKER - as MAA races in and knocks Dekker aside, taking the "hit" himself.

TEELA sees -- reacts alarmed.

TEELA  
Father!

MAA charges OS, swinging his Mace to bat away incoming stingers.

MAA  
I'm fine.

HE-MAN bats away a barrage of Pulmo blasts...as he somersaults and grabs a giant ETERNIAN CLAM SHELL that lies nearby (it's huge, 4 feet wide). HE-MAN uses the shell like a shield to repel blasts, so they ricochet back at the Pulmos.

ONE PULMO gets hit by a ricocheted blast -- it half-shrivels with the impact, and beats a retreat for the cove exit.

PULMOS - react, having had enough, they skedaddle back out the cove entrance & into the water. RACK FOCUS TO f.g. - HE-MAN nods approvingly -- the danger averted. Then he grabs a bunch of seaweed off a wall and turns to Claw Guy #1, who's on the ground, looking alarmed, miserable and beaten.

ON DEKKER - he dusts off his hands, smiles.

DEKKER  
Reminds me of the old days.

HE-MAN is bent over CLAW GUY #1, quick-tying him up with seaweed.

ON MAA - he suddenly slumps down onto one knee, weakened.

TEELA sees this, reacts alarmed...rushes to MAA's side.

TEELA  
<GASP> Father, you *did* get stung.

HE-MAN races in, lifts the slumped MAA, holds him in his arms -- carries him to a raised flat rock & gently lays him down.

HE-MAN  
The poison's moving through his system. (laying him down) Easy my friend.

TEELA turns to Dekker, distraught & alarmed.

DEKKER furrows his brow, worried -- unsure. MAA weakly grabs onto Dekker's shirt, struggling to speak. Teela's in b.g.

MAN AT ARMS  
Poisons...antibodies....remember lessons...unhhhhhh.

MAA passes out -- in a feverish daze.

HE-MAN looks to DEKKER - who shakes his head helplessly.

DEKKER  
My memory isn't -- I...can't remember what I taught him.

PUSHING ON TEELA - dramatic, a resolute look in her eye.

TEELA

He meant what *he* taught *me*.

**INSERT FLASHBACK - INT. MAA'S LAB** - MAA in front of an Eternian "blackboard" - teaching TEELA, and some of the MASTERS. Various equations & diagrams written on the board.

MAN AT ARMS

--And now we get to Pulmos venom.  
The only known antidote...

BACK ON SCENE - TEELA remembering.

TEELA

--Milk of Madrona. From the pods of  
the Madrona Tree. It grows on  
islands!

ON DEKKER - realizing gloomily.

DEKKER

Southern islands. We're too far  
north. (glint of hope) On the other  
hand...

ON HE-MAN - nods, realizing.

HE-MAN

The pods float. They wash up on  
shores throughout the hemisphere.

HE-MAN races for the cove exit & dives into the sea & OS- A second later, he rises doing a powerful swimming stroke.

TEELA stands over MAA. In his weak feverish state, he comes in & out of consciousness. Sees her, tries to focus his eyes. <NOTEL In b.g., Claw Guy #1 lies tied up by seaweed.>

MAN AT ARMS

Teela...not much time...I'm not  
sure if I'll-

TEELA - frowning, distraught, interrupts him.

TEELA

Stop it. Don't talk like that.

ON MAA - struggling to keep conscious.

MAN AT ARMS

I just-- want you to know...  
how...proud..

UP ANGLE ON TEELA - tears well up in her eye. She brushes them aside, assumes her warrior demeanor. Tries to. PAN TO DEKKER - who watches, welling up himself.

MAA goes on.

MAN AT ARMS

I know sometimes -- it seems I'm  
hard on you -- but only because --  
(losing consciousness)...much is  
expected...

MAA goes into fevered unconscious. TEELA - leans in and sottos, confessing in a soft vulnerable whisper.

TEELA

(sotto, voice breaking)  
I know I act like I know  
everything, father. But I don't. I  
need you so much -- your teaching,  
your love...mean everything to me.

MAA eyes closed, barely conscious, smiles weakly...then winces in pain.

**EXT. OCEAN, REEFY ISLAND INLET - CONT.**

HE-MAN bursts up thru the water -- he's there among the various reefs leading into the island. He looks around, desperately. Sees:

VARIOUS DETRITUS: seaweed, driftwood, washed up on the reefs.

HE-MAN looks around some more, then sees -- three MADRONA PODS (think Eternian coconuts) floating about 30 yards way.

HE-MAN races for the floating Madrona Pods.

ANGLE - Suddenly, a HUGE WHALE-LIKE SEA CREATURE surfaces and heads for the Madrona Pods from opposite direction - feeding.

HE-MAN swimming, sees this, races in faster!

THE HUGE CREATURE opens its maw & starts to suck in the pods.

HE-MAN arrives at the same second and nabs one of the pods.

WIDE - But the CREATURE angrily ROARS & lunges at He-Man -- swallowing He-Man's arm! ADJUST - HE-MAN braces himself against the creature's snout & struggles mightily to free

his arm from its maw.

HE-MAN  
<struggling>

HE-MAN finally extricates his arm, with the Madrona Pod in in, then quickly dives into the water and swims off.

WIPE TO:

**INT. COVE - SOON**

TEELA - holding a half Madrona Pod, like a broken open coconut, dripping the milk into the unconscious MAA's mouth, as Dekker holds up his head. We sense it might be too late.

OVERHEAD SHOT - They lower MAA'S head & step back, alongside HE-MAN who stands by and watches. A grim tense scene.

CLOSE ON MAA - a beat. Two beats. Unconscious. No response.

ON TEELA - biting her lip, distraught, hoping against hope.

ON MAA - and then...he stirs.

TEELA beside herself with joyous relief, rushes to him. He opens his eyes, gives her a faint smile. He starts to raise his head. DEKKER moves in, eases him back down.

DEKKER  
Just rest.

MAA settles back down, nods, looks over at He-Man, knowingly.

MAN AT ARMS  
(weakly) Perhaps someone should  
look for Prince Adam...

HE-MAN - smiles and starts off. TRACKING - he leaps up to the perch (that Teela & MAA leaped down from in Act One) and OS.

BACK ON SCENE - MAA is looking better by the second, getting his strength back. DEKKER and TEELA look at him with relief.

DEKKER  
He's gonna be fine.

TEELA nods with relief, then DEKKER looks at her slyly.

DEKKER  
You know, I have an idea.

TEELA nods with a sly look -- indicates Claw Guy #1 lying by a wall, tied up by seaweed.

PAN TO MAA - in his weak state, watches this, smiles with nothing but pride: his mentor and his daughter, bonding -- the passing of the torch.

TEELA & DEKKER grab Claw Guy #1 off the ground, release one of his claws from the seaweed.

DISSOLVE TO:

> **EXT. ANOTHER REEFY ISLAND** - <AS IN OPENING>..A CLAW GUY HEARS A CLICK CLACK MESSAGE. HE IN TURN, CLICK-CLACKS TOWARDS THE OPPOSITE DIRECTION...

> **EXT. TINY REEF** - ..another CLAW GUY relays the CLIK CLAK.

WIPE TO:

**EXT. TINY CRAGGY REEF IN THE MIDDLE OF THE OCEAN -- NIGHT**

CAMERA PUSHES DOWN THRU CLOUDS, and WE SEE a SMALL SPECK in the middle of the vast turbulent, ocean.

CUT TO: CLOSE ON CLAWFUL -- looking this way and that, nervous, anticipatory as if waiting for a bus that never arrives. PULL BACK TO REVEAL he's on a tiny reef, punishing waves crashing up around him. Then, WE REVEAL - SKELETOR - - looming behind him, looking very sinister & angry.

SKELETOR  
We've been out here in the middle of nowhere for hours. I do hope that your information is correct, Clawful. For your sake.

CLAWFUL  
(nervous)  
Oh Sure it is. It's just like my cousin's message said. They're gonna deliver Man at Arms to us, right here.

CAMERA PULLS BACK FARTHER & FARTHER - and we see they're on a tiny isle, no more than an oversized reef amidst the vast ocean -- & we realize, they'll be waiting a long time indeed.



**THE END**

**FADE IN: MORAL TAG**

**EXT. CASTLE GRAYSKULL - DAY**

ORKO flies in, sees HE-MAN using his sword to "duel" unseen enemies, practicing his swordplay>. Orko looks around, sees no opponents, is puzzled.

ORKO  
(puzzled) Whatcha doing, He-Man?

HE-MAN (GRUMBLING)  
(dueling) Practicing.

ORKO  
(incerdulous) Why? You're *He-Man*.  
You're the best.

He-Man goes on practicing his "dueling."

HE-MAN  
And practice helps me stay that way, Orko. (doing a slick move) You learn your lessons, and you put them into action. That's the key to success.

ORKO - thinks this over, realizes, then starts to fly off.

ORKO  
(hurriedly) Gotta go.

HE-MAN  
(still doing sword moves) Where to?

ORKO - flying off.

ORKO  
Gotta practice my magic! (turns to camera) Until next time!

**THE END**